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## 9. Slot Machine

**Program Name: Slots.java**

**Input File: slots.dat**

Your team has been assigned to write a slot machine game. Others in the group are going to write the user interface for the slot machine and you have been selected to write the part of the game that decides whether or not a person is a winner.

Your slot machine has three identical wheels with three objects on each wheel. The machine randomly selects one object from each of the three wheels. If the three objects selected are the same, the person is a winner.

For each game, you will need to construct one object of the type `java.util.Random`. This class allows you to specify the seed for the random number generator. For a given seed, the order of the random numbers is always the same.

### Input

The first line of input will contain a single integer `n` that indicates the number of games in your test class. Each of the following `n` lines will contain one `long` integer that you are to use as a seed for that game.

### Output

For each game, you will print `WINNER` if the three wheels match or `NOT WINNER` if they do not match.

### Example Input File

```
3
342345456
564555245
4354564
```

### Example Output to Screen

```
NOT WINNER
NOT WINNER
WINNER
```

**Note: these are the random numbers generated for each seed in the input file:**

```
342345456
2 2 1
564555245
2 1 1
4354564
1 1 1
```